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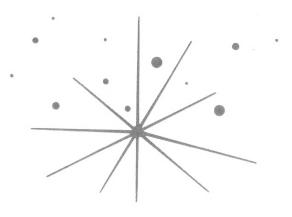


Mine Storm Instructions



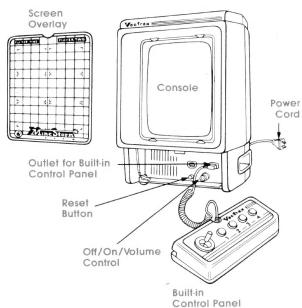
ENTERTAINING NEW IDEAS TM

TM General Consumer Electronics, Inc., Milton Bradley Canada, Inc., Registered User



Tread lightly! The transport lanes of intergalactic space have been seeded with mines from an alien vessel. Use your mine destroying blaster to blow up the mines before they annihilate you! You may survive the floating mines, but beware of the fireball, magnetic, and treacherous fireball-magnetic mines... 256 fields, each one more difficult, await you!

Setting Up

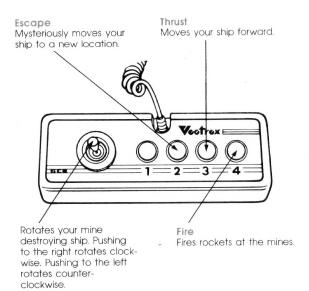


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- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex[™] title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

Mine Storm™ Controls

Mine $Storm^{TM}$ is designed to be played with the built-in control panel only. The functions of the controls are:



How To Play

Player Selection

Mine $Storm^{TM}$ can be played as a one or two player game. When PLAYER appears on the

screen, press Button 1 once to switch to a two player game. PLAYER will then show on the

screen. When played as a two player game, only the built-in control panel is used and the players take turns using this control panel. You can return to a one player game by pressing Button 1 again before starting game play.

Starting Game Play

Once you select the number of players, press Button 4 to enter the first mine field and start game play.

Game Play

The enemy minelayer will move through your galaxy and will seed the first mine field. Your ship will come into view once he disappears. Four large mines will suddenly become activated.

Maneuver your ship within the galaxy in an effort to destroy the mines. Use your Joystick

to rotate your ship and Button 3 to thrust forward. Button 2 allows you to mysteriously move to a new location on the screen. Use it cautiously...it might put you in a more difficult predicament! As you travel through space, use Button 4 to fire at the mines. As you destroy them, additional mines will become activated. Be careful...the minelayer may reappear to seed the field, but you can blast him as well.

Once you make that part of the galaxy safe, you immediately travel to the next mine field. There are 256 different mine fields, each one becoming increasingly difficult.

Getting Hit

If you are hit by a mine you will lose one ship. The minelayer will reseed the field you are currently in and you will have another chance to clear out that field if you have any ships remaining.

Types of Mines

There are 4 kinds of mines which will appear at different stages of the game.



Floating Mines
These are "dumb" mines
which simply drift through
space.

Fireball Mines
These mines hurl a fireball at you as soon as you hit them. You can avoid the fireball or destroy it with a rocket.





Magnetic Mines
These mines will follow
you anywhere in the
galaxy you go.



Magnetic Fireball Mines These mines have the traits of both Magnetic and Fireball Mines.

Each type of mine will appear in 3 sizes — large, medium and small.

Field Types

Each of the 256 mine fields gets more difficult, but each starts with 4 large mines. Once a large mine is destroyed, 2 medium-sized mines are activated. When a medium-sized mine is destroyed, 2 small mines are activated. The first field has 4 floating mines. Each new field becomes more challenging with increasingly difficult combinations of mines.

Number of Ships

Each game begins with 5 ships. A bonus ship is awarded if you clear out 4 fields. Although you may earn a large number of bonus ships, 7 is the maximum number that will be displayed on the screen. You will still have use of those bonus ships not displayed.

Scoring

Points are awarded for destroying the mines, as follows:

Type of Mine	Large	Medium	Small
Floating	100	135	200
Fireball	325	360	425
Magnetic	500	535	600
Magnetic-Fireball	750	785	850

Additionally, 110 points are earned for hitting the fireball itself and 1000 points for hitting the minelayer.

Restarting Game

To restart a completed game with the same number of players, press any of the four action buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players, press the Reset Button on the console.

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Date Name Score

11

Score Record

Score Record

Date	Name	Score		
	12			

90 Day Limited Warranty

Milton Bradley Canada, Inc. warrants to the original purchaser of this cartridge that the product will be free of defects in material or workmanship for 90 days from the date of purchase. During this warranty period, the product will be repaired or replaced with a new or reconditioned unit, at our option, without charge.

The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to: Milton Bradley Canada, Inc., 7615 Bath Road, Mississauga, Ontario, L4T 3T1.

If the product is returned without proof of the date of purchase, or after the 90 day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for an \$18.00* service charge. Please include a cheque or money order in the full amount along with your name, address, city, province and postal code. The non-warranty service will only be available within one year from the date of purchase.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others is not covered by the warranty.

^{*}Price subject to change without notice.

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